

Back Stage - Back of scenery & may include everything back of theater. What is behind stage.

Batten - Any kind of wood or pipe used to support ~~scenery~~ <sup>scenery</sup>. Used across ceiling to hang lights or curtains on it.

Grid - Set of iron beams. Used to support heavy wts. Sides in them used for attaching things thru, lights, etc. Made crossway or straight.

Flying Area - Up above stage.

Border - Any kind of narrow (up & down) wide (crossways) making piece which comes to front of stage.

Downstage - Front of stage.

Upstage - Back of stage.

Left & Right - Taken from stage point of view.

Beams - Usually in auditorium. used for lights.

Trim - Make scenery hang evenly.

Curtain Line - line where curtain touches floor when tis down. May mean line pulling curtain.

Curtain Track - Track on which rings run on top. Always overlap at middle.



Gauze - Any piece of theatrical gauze made size of opening of stage - used as special feature of lighting. Slightly translucent appearance, useful & distances & usually hangs across front of stage.

Ground Cloth or Floor Cloth - covering on floor of stage (4 dancing or play) pulled taut - heavy canvas woven into 1 piece - dirty mud colour.

Ground Roll - Low piece of scenery movable and as such things as fences, bushes, etc.

Heads up - Look out!!!

● Spot Light - Lense instrument.

Flood Light - any kind of instrument depending on reflection.



Colour Hide or Frame.

Colour Wheel - (30) - Circles giving various colours.

Stripe Light - Any kind of group of lights put in a strip or roll - Flood lights - more general light and spots which give a stripe of light.

Foreman - flats or masking pieces used at the side of a stage - mainly to mask players after exits.

Leases - same but at top of stage.

Trap - door, may be foot lights

Properties - Furnishings as distinct from canvas & wooden scenery.

Switch Board - Lights.

### Staging w References & Dancing.

Externals influence audiences & sometimes destroy unity. If properly designed & composed around one conception they add to the performance.

Externals are: 1. light - colour, intensity, etc.

2. Texture & form of costume.

3. Accent of body thro' make up & costume.

4. Effect of colour.

Space of stage & light rather neglected sometimes and should be what you want them to be. Light of stage - because if no foot lights

Can mould space by light. Can light space you want. Light can move - fade or brighter. &

Qualities of Light -

1. Wave length - colour



2. Intensity.

3. Movement.

4. Spatial Form.

### 3 Kinds of Vision -

1. Threshold - objects barely seen.

2. Comfortable - best light.

3. Saturation - too much - make stare, etc.

May be obtained by general glare - seen on snow or Northeast glare - changing from one extreme of light to other.

Fatigue can be caused by too little or too much light.

### Functions of Light -

A. Visibility - a. Seeing.

B. Seeing thematically.

C. " Plastically - outlines.

D. " as a flat surface.

II. Colour & Form - help whole picture.

III. Give atmosphere.

IV. Portray mood or emotion.

For Visibility make sure areas being lighted. - (Speaking specifically) Beginning of movement, entrance - definitely light. Imp. in & out of light or special effect.

Colour decide on costume & consider colour of lighting body. General mood

Of lighting a stage. spot sends beam of light.



Pageant-type of dramatic characteristic

Theme - historical

- symbolical

- legendary.

Presentation - 1. procession of floats - ea. representing  
one picture of theme.

2. Out-door performance either

3. In-door - series of scenes or episodes  
ea. w. title or event.

Festival. <sup>good</sup> for co-operative planning.  
Groups working in diff. sections:-

1. On composition.

2. " episodes.

3. " staging.

4. " acting.

5. " speaking.

6. " dancing.

7. " music.

8. " costumes.

9. " posters.

Immigration Adds to theme. While most hist -  
some built on science, biography, music, etc.

Episode - name for scene. Last betw 5 & 20 mins.

Delay betw scene filled in by something e.g. dance -

folk songs, music. No empty pauses.

Wording - Don't strain for dramatic effect.

Pairs for climax of whole story. Words -  
simple & terse.

Usually prologue & epilogue. Few introductory  
lines for ea. scene. Some dramatic incident in  
the scene.



Prologue - introduce theme to whole audience.

Strike note of pref. Give purpose of presentation.

Make make apologies or ask for patience.

Induct. lines not excess. for moral, explan.

Not more 8-20 lines.

Epilogue - offers poss. & beauty & poetic feeling. Awaken symbolism of play.

Always director who stages pageant. <sup>energy.</sup>  
Large groups in pageant. Director selects committee to keep him.

Properties imp. Not selected from homes of those taking part or places in which always given credit on screen.

Mistress of Robes - looks in all costumes. Prologue rooms, costumes, etc.

Make-Up Man.

When historical costumes used perfect & costume color scheme worked out well.



● Floodlights -

Costume -

2. Modesty -

3. Decorating Body - make more attractive to opp. sex.

4. Theory of Possession - man make women less attractive to other men.

5. Joy of Wearing Beautiful Things - convention  
Economic

6. Special for Spec. Day.

To stress emotional content or purpose.

In a group may want balance.

● Sequence in costume or group of costume.  
Designed for Particular purpose. - for either individual or group. 1<sup>st</sup> pliability - able to move in it - not rip come apart, etc.

2<sup>nd</sup> silhouette -

3<sup>rd</sup> Physical characteristics of wearers - all of same grouping easier - Accent things you want & cover rest.

On fitting costume 1<sup>st</sup> form & line  
2<sup>nd</sup> color.

3. Texture of material used.

Straight line lends stability & unity to a costume. If expressing period - should exaggerate it - but again

● straight lines give dignity & strength.

Form - 1. made to figure, Shape & structure of body. 2. made for movement of Body. 3. size & cut of material. (If poss. balance w material)



4. Weave of Material -
5. Movement in Air.

Materials (4 classes)

1. <sup>(woven)</sup> Textile & knitted goods.
2. Leathers.
3. Felt - not woven but pressed.
4. Metals -

Fibers imp. Woolen Silk,  
Cotton, Linen, - vegetable.  
Gold, tinzel

Rayon & Cellulose have composite thread - Can be dyed -  
but diff. If pleat there can't get out.

2 Rayon surface w heavy cotton  
backing. Easy to dye. Good colours in  
rayon & cells not too expensive

Leather expensive in real. Artificial not.  
Suedine - cheap & good colours.

For gold leather used gold powders.

"Silver" use illuminine.

"Copper" " copper

Felts come in all colors & diff grades. Beware  
of fitting - should be lined as it stretches.  
Materials may be adulterated. Tell sizing  
it by pulling it on diag. If rayon in it  
will not pull evenly.

" show fuzz at edge. Good material to  
use ordinary factory cotton or muslin

2 way stretch Material - cotton crepes in U.S.A.  
fits good.



17. Twice as fast -

One group or individual doing motif 2x as fast as another.

18. Rhythmic Sequence - 1234, -234, 1-34, 12-4, 123-

19. Antiphonal - Group answer group.

20. Contapuntal - 2 groups at same time w no direct intercourse. Both groups moving but w some connection.

21. Responsorial - Group answer individual

22. Staccato - Short & usually quick.

23. Legato - Slow

24. Understatement - exaggeratedly small.

25. Over " " " large

● To start Group.

1. To have them moving - swing A's.
2. Wise to put composition in soon, as soon as have vocabulary of movement.
3. Work up technique gradually
4. Work on rhythm & actually having idea.



### Section 3. Native in Games.

Native Jackstraws - Same as pick up sticks. For native group various kinds of wood can be used and the player must give name of the kind of wood in his stick.

#### Ball and Reed Game.

Find stick 12" l. 1" dia. filled with soft pitch easy movable. Elder stem or piece of bamboo good. After it is hollowed take 2 small rubber balls slightly larger than 2 ends & tie a piece of string to 1 ball. Thread string thro' hollow stick & tie it to other ball. To play throw it on ground & if thrown certain way it will bounce back to player. Can be thrown to bounce in opposite direction. Place no. of native obj. on floor & try to hit them & then naming them.

Handkerchief Sling. Good for hikes as hike has bandanna and rocks can be found. Place a rock 2" in dia. on 1 corner of bandanna, fold edges over & tie a knot so knot will be held in place. To play hold bandanna by corner opposite to which stone is tied. Swing around above head & throw. Throw at objects & tell something about it if hit.